Visual Studio Integration Tool

Visual Studio Integration Tool is an Unreal Engine plugin that works in conjunction with Visual Studio to display information about Blueprints assets in C++ code (requires Visual Studio 2022 17.4 or later).

Installing

Visual Studio

The tool requires the `Visual Studio Tools for Unreal Engine` component from Visual Studio to be installed. You can find it under the "Game development with C++" workload in the Visual Studio Installer (figure 1).
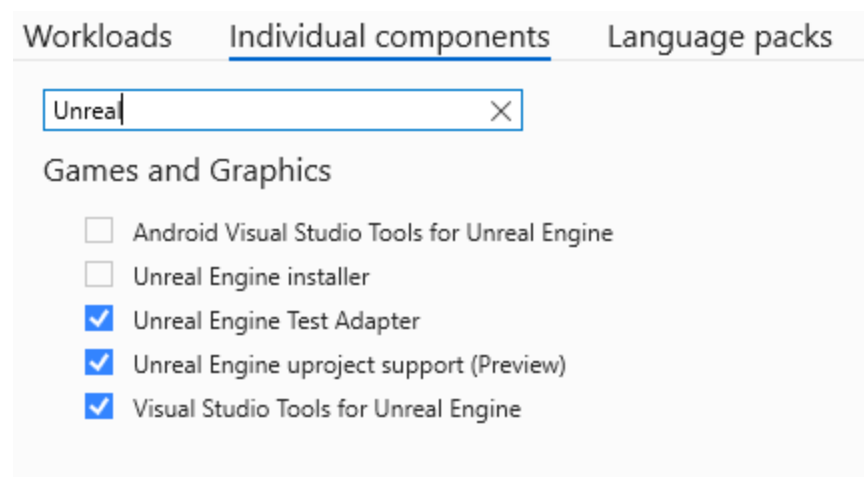

Figure 1 - Installing the Visual Studio component

Unreal Engine

You can install the plugin in a couple of ways:

- Through the Epic Games Launcher:

- Select the "Install to Engine" option within the Launcher. From there, you can select an engine version for installation.

- If you're using the Marketplace website, you can add the plugin to your account and you will have an option to open the Launcher in order to install it as detailed above.
- If you already added the plugin to your account, go Library -> Vault in the and locate the plugin there.

- Through source distribution:

  - If you're unable to use the Marketplace-based distribution (e.g. you're building the Unreal Engine from source), then you can install the plugin manually by following the instructions found at https://github.com/microsoft/vc-ue-extensions#readme
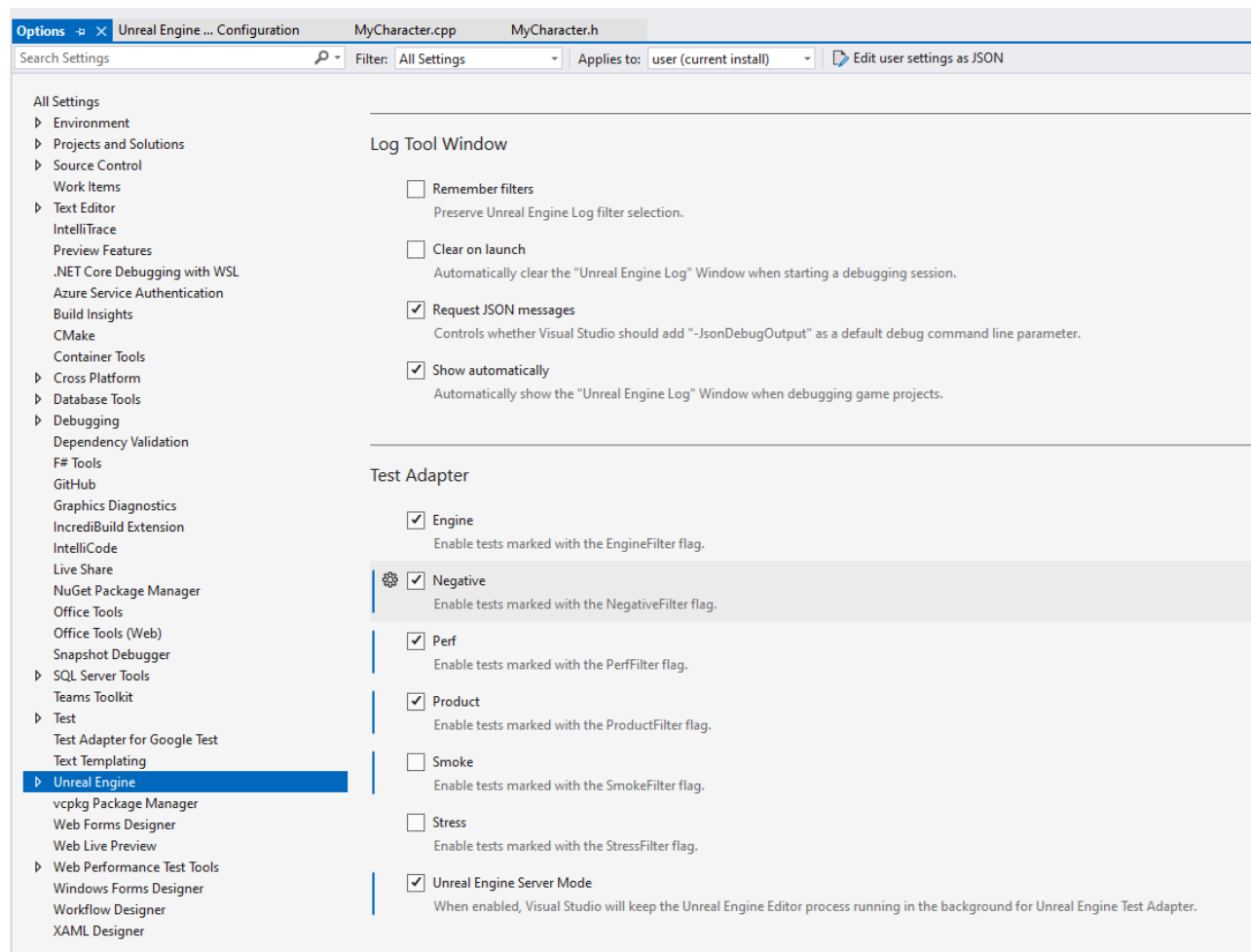
Enabling the plugin

- Through the Unreal Editor
  - Open your project and then use the Plugin Manager to enable "VisualStudioTools".
  - See official documentation for more information on how to install and enable plugins.
- (Advanced) Alternatively, you can manually edit the '.uproject' descriptor for your project and add an entry for the "VisualStudioTools" plugin.

Usage

Test discovery in Visual Studio 2022

1. Begin by installing and enabling the `Visual Studio Tools for Unreal Engine` plugin.
2. Open your solution in Visual Studio.
3. Click on the Test Explorer to show a pop-up that will display available tests. (figure 3).
4. You can find the logs from the plugin execution in the Tests Output Window.
5. To refresh your filters for test discovery, you can select the "Options > Unreal Engine > Test Adapter" option under the "Tests" menu. (figure 4)

*Figure 2 - Unreal Engine project Configuration Page

Figure 3 - Menu to rescan the blueprint assets in the game project

*Figure 3 - Menu to change options for Tests Discovery

Troubleshooting

If you encounter any issues when setting up Visual Studio in conjunction with the Unreal Editor plugin, please refer to the Troubleshooting guide in the repository. This guide provides solutions for common issues and is periodically updated to ensure that the latest solutions are available.

Reporting issues

To report new issues, provide feedback, or request new features, please use the following options: Report a Problem and Suggest a Feature. These options will allow you to submit your issue or feedback directly to our team and help us improve the plugin moving forward.